

MyDisplay

- frame
- img_nvg
- img_bin
- capture
- column
- lines
- key

- + MyDisplay()
- + ~MyDisplay()
- + camera()
- + camera_NVG()
- + camera_NVG_stretched()
- + camera_negatif()
- + face_tracking()
- + human_tracking()
- + negatif()
- + stretch_histogram_NVG()
- and 8 more...